

Unit Plan Overall Idea Matrix

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Topic
Measurement: Linear Time Money
Target Audience (make sure to describe number, age, and abilities of students)
Our unit is intended for 1 st grade students (ages 6 and 7 years old). We will have twenty students that can all do simple adding and subtracting. Ryan has ADHD. Jane has a visual impairment.
Overall Objectives
Given fake money, a representation of a clock, and a ruler the students will be able to measure and identify different forms of measurement such as linear, time, and money and be able to complete a worksheet with at least 75% accuracy individually.
Pass Content Standards that Will Be Addressed (Put number and copy and paste)
Standard 4: Measurement—The student will develop and use measurement skills in a variety of situations. 1. Linear Measurement: Measure objects with one-inch tiles and with a standard ruler to the nearest inch.

2. Time:

a. Tell time on digital and analog clocks on the hour and half-hour

3. Money: Identify and name the value of pennies, dimes, nickels, and quarters.

Technology to be included in the Plan	How it will be Used	Materials that Need to Be Created
1) I-Movie	As a group we will create a mock shopping trip and incorporate all 3 forms of measurement.	Camera, Computer, Fake Money/Props
2) Inspiration	Tori will make a lesson teaching values of money using Kidspiration. Then, she will have the students do a Kidspiration “shopping trip” based off the grocery list she gives them.	Computers, Kidspiration
3) Smartboard	Erin will teach time using both analog and digital.	Computer, Smartboard, Notebook Software
4) Podcast	Angela will teach a short lesson on how to use a ruler and how to read inches, centimeters, etc. She will then play the podcast she made that will read the students a story, give them activities to do, and a review on measuring.	Podcast software (audacity), computer, speakers, rulers

What technology will be needed to teach this lesson? (Specify type and number both Software and Hardware)

Computer, Camera, Kidspiration, iMovie, Smartboard/Notebook Software.

Technology Unit Timeline Planner

Must have one lesson plan for each individual plus at least one as group
(number of group members + 1).

Lesson Topic	What Students Will Do	Time Allotted	Objectives Addressed (Copy and paste from above)	Technology Used	Person Responsible (or Group)
Value of Money	Shopping Trip Activity on Kidspiration	30 mins	1. Money: Identify and name the value of pennies, dimes, nickels, and quarters.	Kidspiration Software/ Computer	Tori
Telling Time	Interactive Smartboard Activity	30 mins.	4. Time: b. Tell time on digital and analog clocks on the hour and half-hour c. Develop the concepts of days, weeks, and months using a calendar	Smartboard/ Notebook Software/ Computer	Erin
Measuring to the Nearest Inch (Linear!)	Measurement activities using rulers, listen to a measurement podcast	30 mins.	1. Linear Measurement: Measure objects with one-inch tiles and with a standard ruler to the nearest inch.	Podcast software (audacity), computer	Angela
Bringing it All Together: Linear, Time, and Money!	iMovie	15 mins.	Standard 4: Measurement—The student will develop and use measurement skills in a variety	Camera/ Computer/ iMovie	All of us: Tori, Erin, and Angela

			<p>of situations.</p> <p>5. Linear Measurement: Measure objects with one-inch tiles and with a standard ruler to the nearest inch.</p> <p>6. Time:</p> <p>d. Tell time on digital and analog clocks on the hour and half-hour</p> <p>e. Develop the concepts of days, weeks, and months using a calendar</p> <p>7. Money: Identify and name the value of pennies, dimes, nickels, and quarters.</p>	software	
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